

## Special Abilities



- **The General:** Double all attack values for a turn
- **The Dignitary:** Deflect attacks to another target
- **The President:** Direct attacks from target to self
- **The Hacker:** Reduce target's action limit next turn and increase your own
- **The Criminal:** Steal base investment point from successfully attacked player
- **The Terrorist:** Cut player's defense in half

## Player attributes



## Ways to earn Victory Points (VP)



### **Successful strikes**

Successfully strike a player with this showing to earn a Victory Point.



### **Successful Defenses**

Successfully defend a strike to earn a Victory Point.



### **Counter-strikes**

Detect an incoming strike (whether the attack was successful or not) and then successfully Counter-strike that player to earn a Victory Point.



### **Victory Point Theft**

Successfully strike with Physical Access to steal a Victory Point from the target.



### **Deflect**

If The Dignitary uses his special ability to deflect an strike and the strike is successfully defended, The Dignitary gets the Victory Point for successfully defending.

